EP 1 696 673 A2

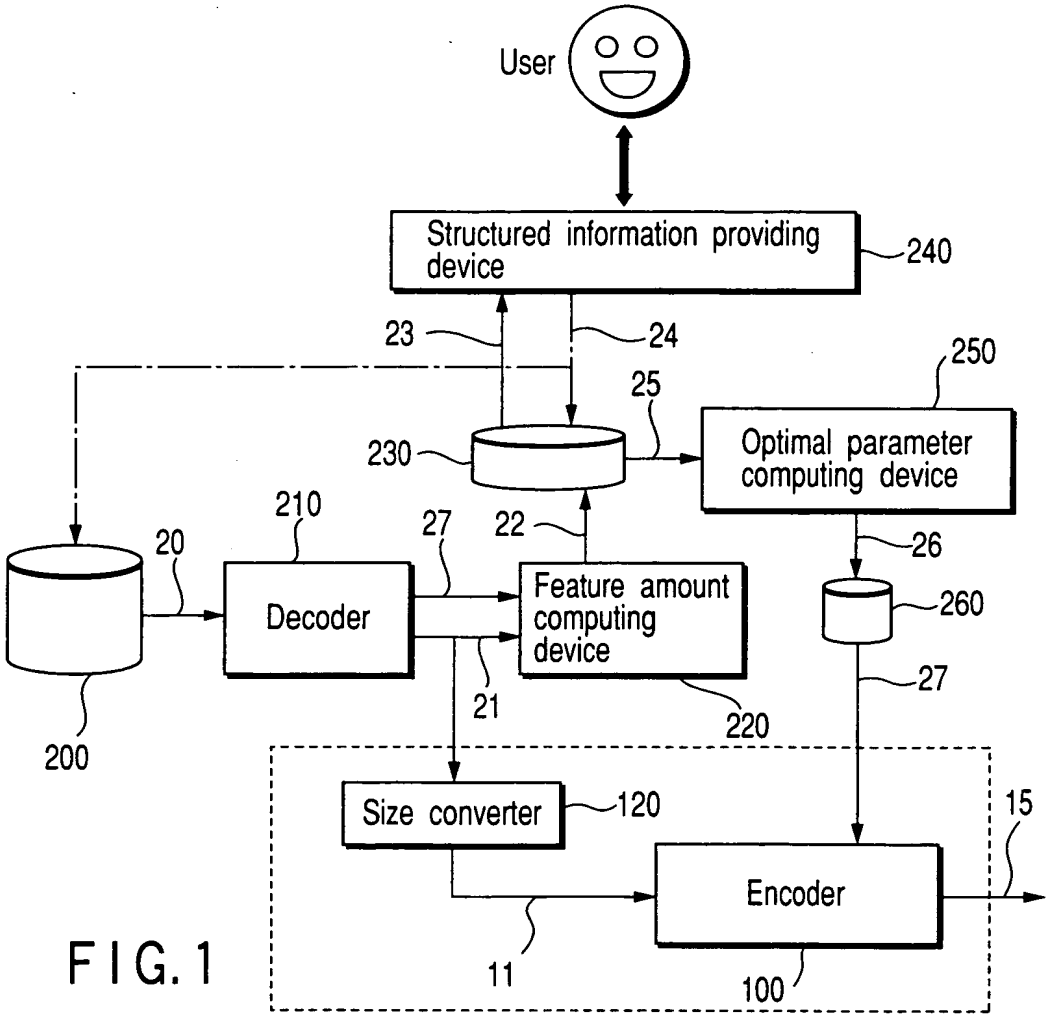

FIG. 1

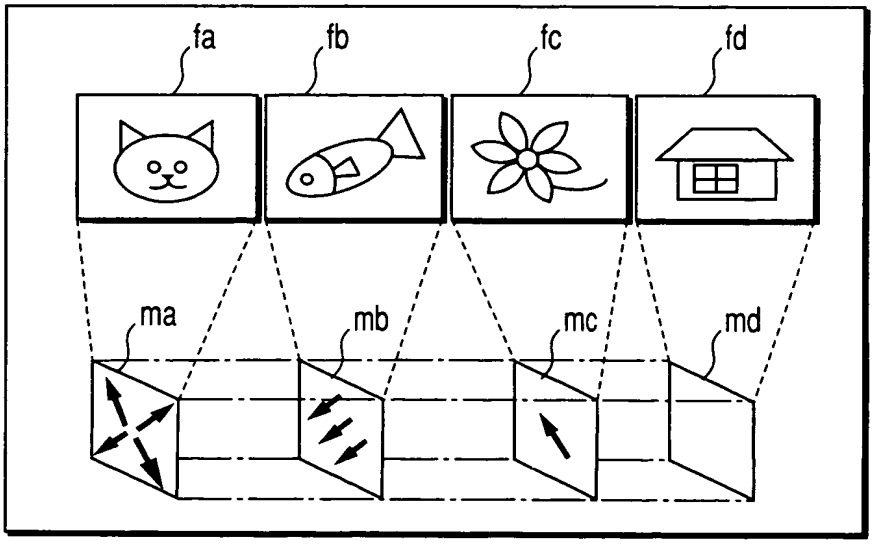

FIG. 2

Smoothness of movement	30	15	10
Image activity	1	3	5

EFS-ID: 2555230

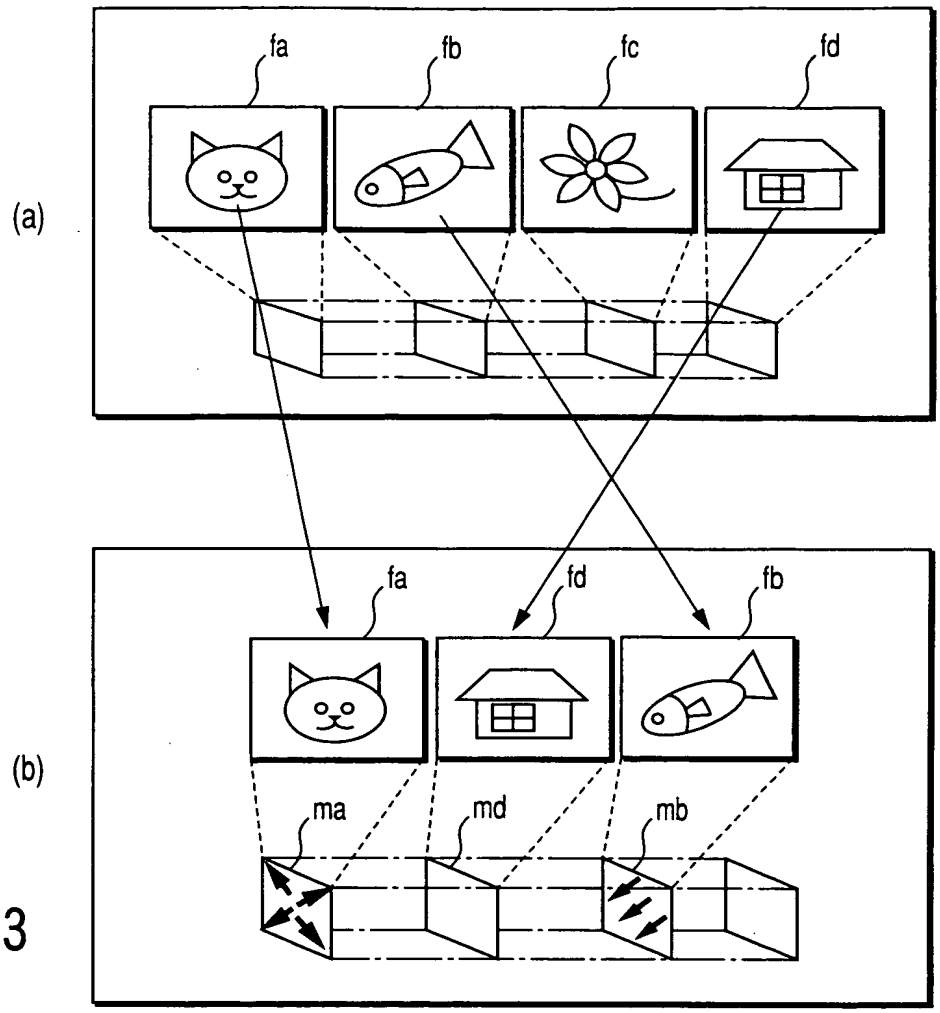

FIG. 3

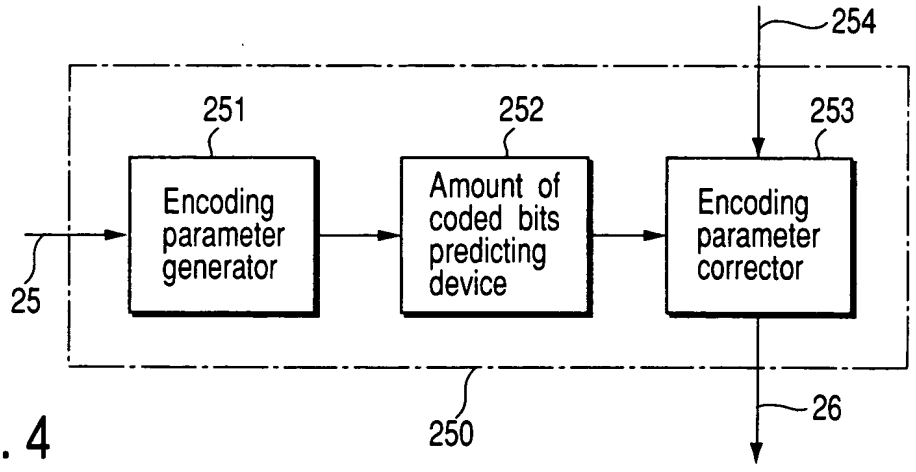

FIG. 4

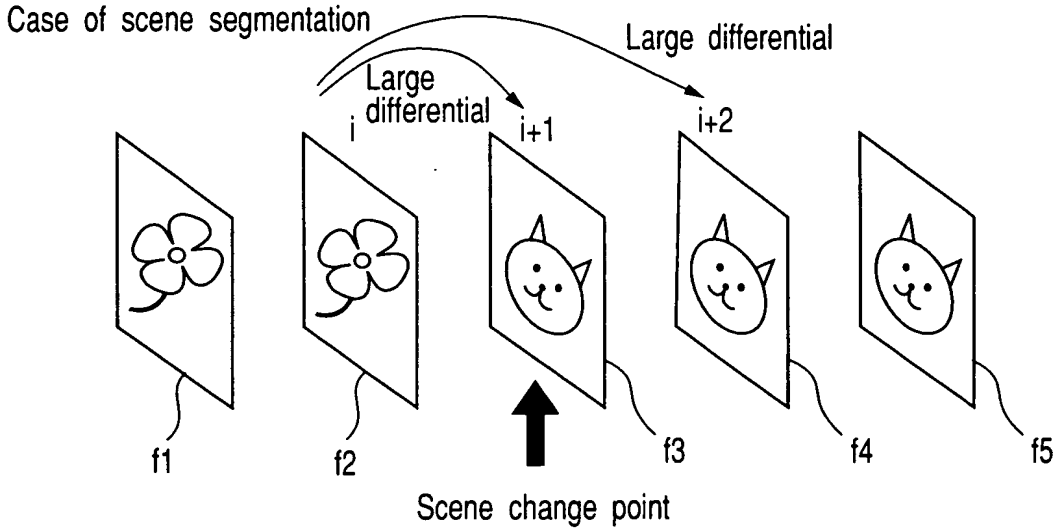
Case of scene segmentation
Large differential
Large differential
i
i+1
i+2
f1
f2
f3
f4
f5
Scene change point

FIG. 5A

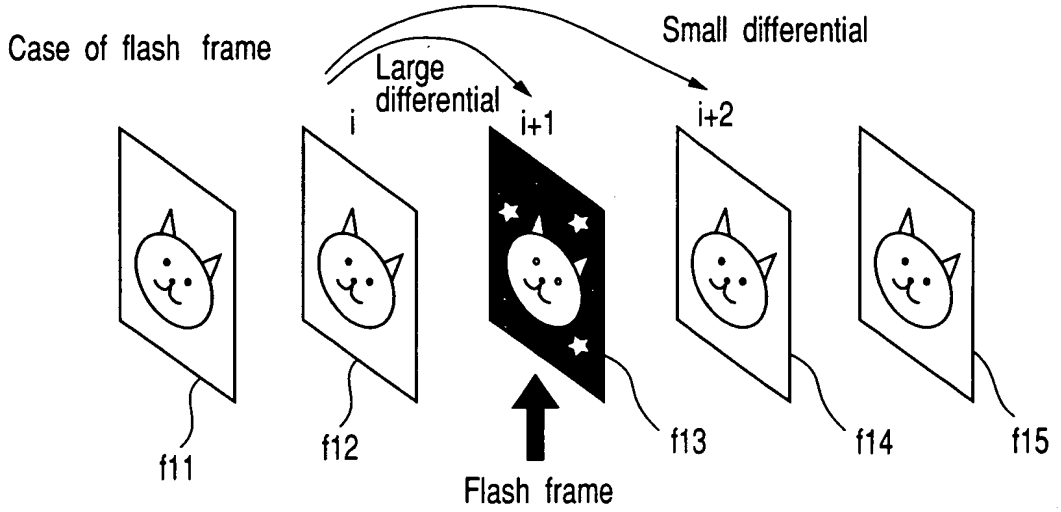
Case of flash frame
Small differential
Large differential
i
i+1
i+2
f11
f12
f13
f14
f15
Flash frame

FIG. 5B

Case in which almost no motion verctor is present

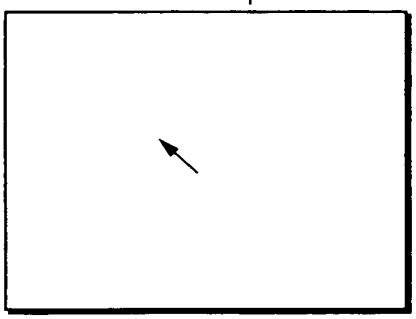

FIG. 6A

Case in which motion vectors in the same direction/size are distributed over the entire frame

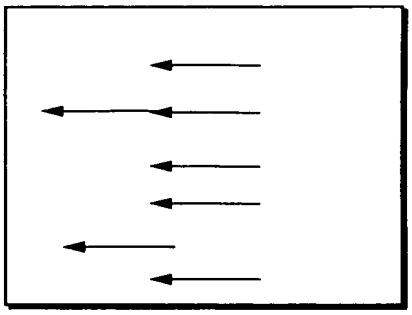

FIG. 6B

Case in which a motion vector partially located in frame

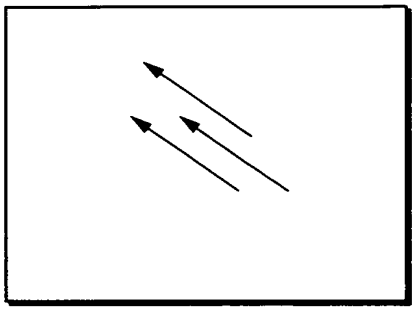

FIG. 6C

Case in which motion vectors are distributed in a radiation manner in frame

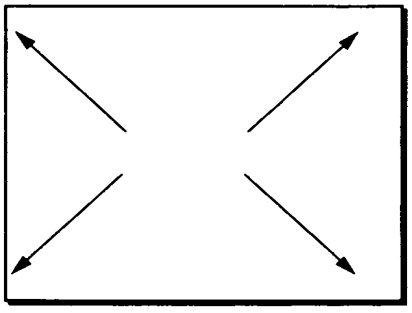

FIG. 6D

Case in which there exists a larger number of motion vectors in a frame, and directions are not uniform

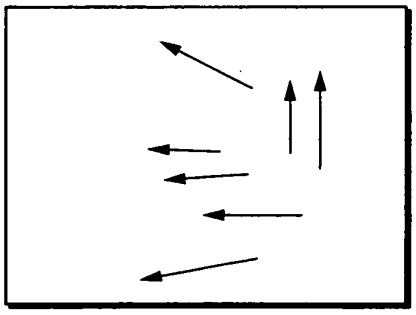

FIG. 6E

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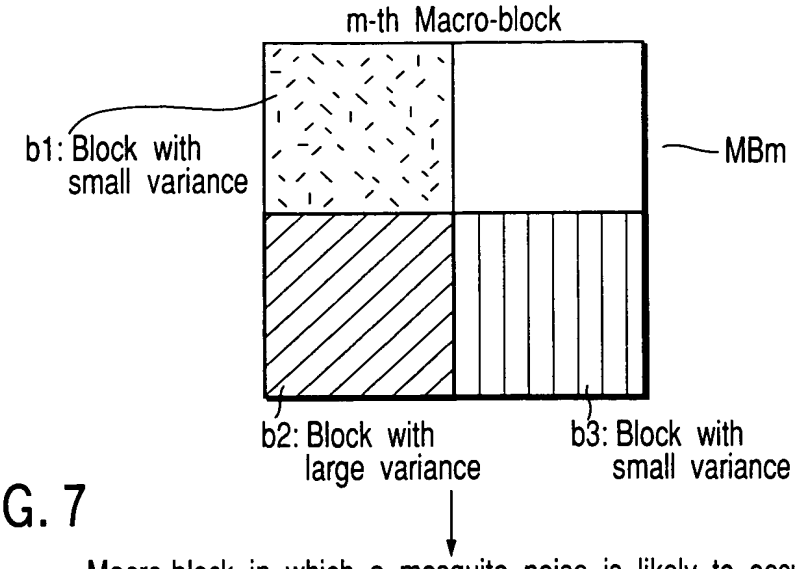


FIG. 7

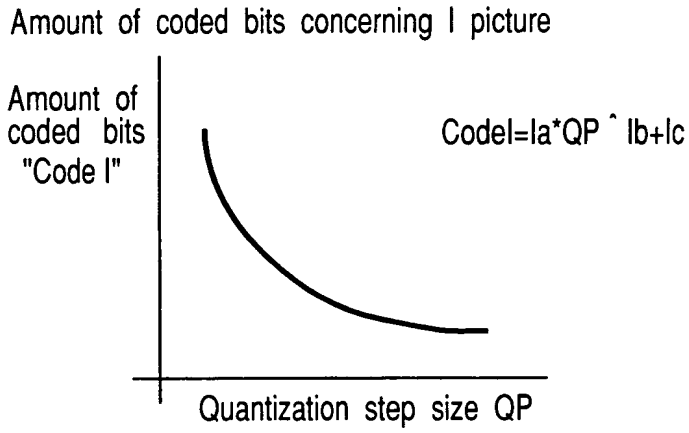


FIG. 9

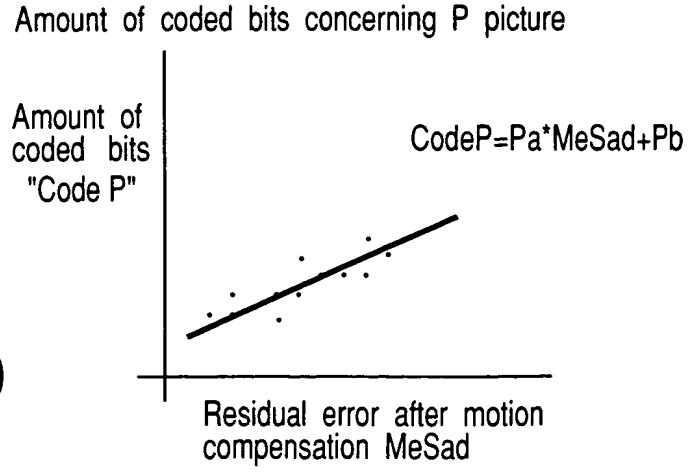


FIG. 10

EP 0 784 408 A2

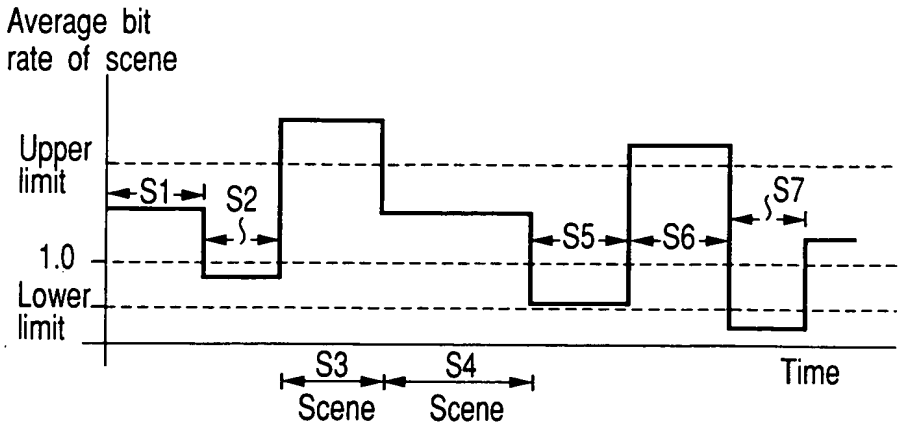


FIG. 8A

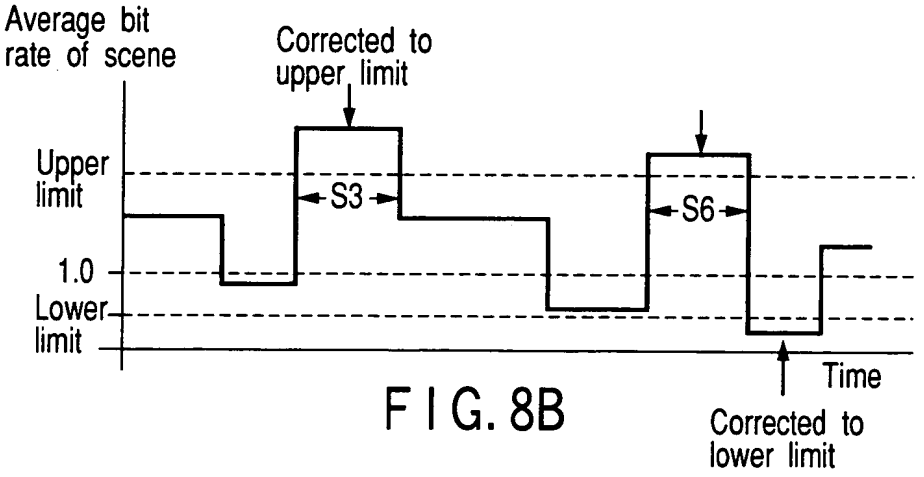


FIG. 8B

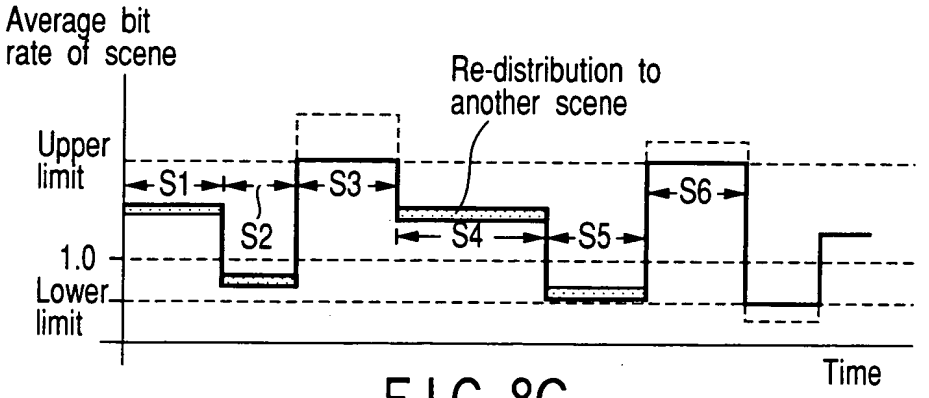


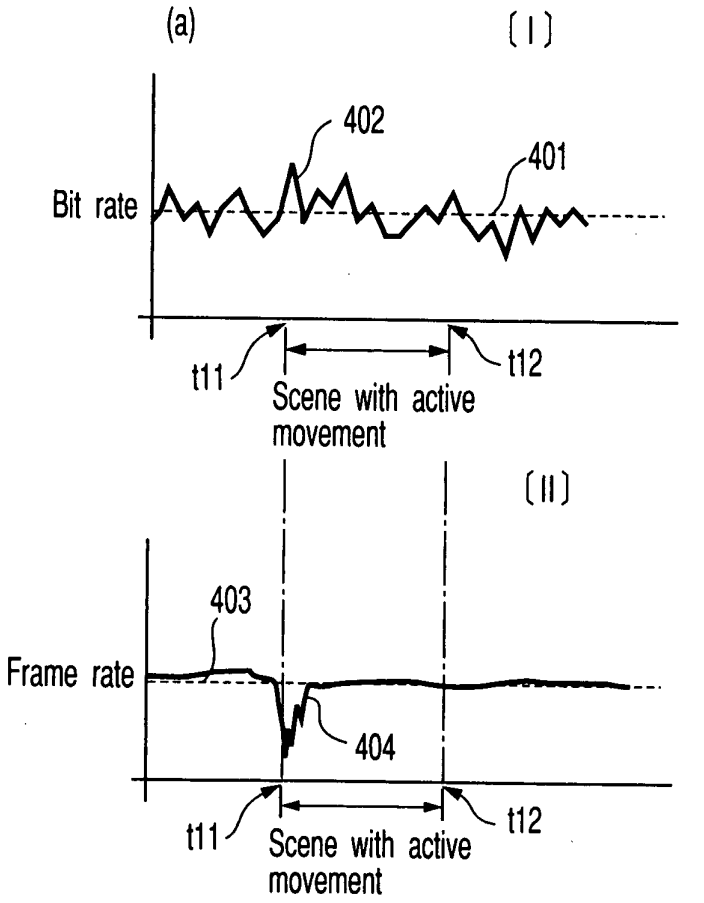
FIG. 8C

Mode	Motion vector	Texture

FIG. 12

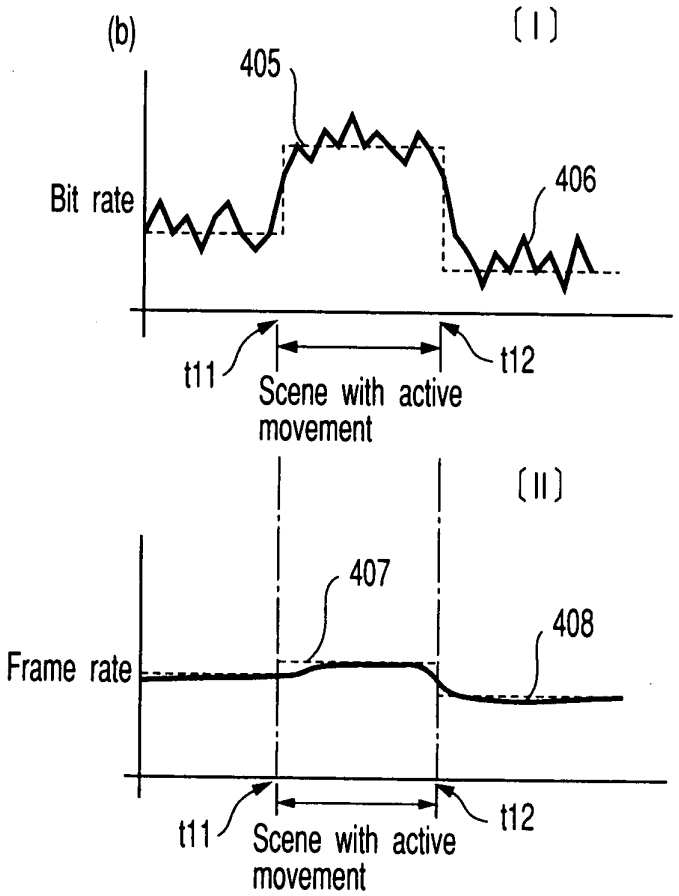
0947056v1 0947056

FOOT80 2955660



401···Target bit rate 403···Target frame rate
402···Actual bit rate 404···Actual frame rate

FIG. 11A



405···Target bit rate 407···Target frame rate
406···Actual bite rate 408···Actual frame rate

FIG. 11B

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INV: Noboru YAMAGUCHI, et al.
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